



XBOX 360®



⚠ WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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IT'S ON!

Welcome to Nicktoons MLB®!

The epic showdown that baseball fans have been clamoring for is on! For the first time, an all-star roster from Nickelodeon's Nicktoons series will take on the best of the best from the **MLB**®, delivering an unforgettable baseball gaming experience!



Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT™, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

How to Get Help with KINECT

Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to www.xbox.com/support.



GAME CONTROLS

You can use two different control schemes for playing *Nicktoons MLB®*: the Xbox 360 Controller, or Kinect. Choose the controller that best fits your style and get to swinging!

Xbox 360 CONTROLLER



Menu Controls

Navigate Menus	L
Select Option	A
Go Back	B
Pause Menu	START

Offense - Batting

Contact Swing	A
Power Swing	B
Lead-Off/Steal	Y (press twice to Steal)
Bunt	X
Activate Turbo	RT
Hold Pitch (AI)	LB

Offense - Running

Slide	A
Select Runners	X, Y, or LT
Advance/Retreat Runner	Point L in direction of desired base
Advance/Retreat All Runners	LB / RB
Activate Turbo	RT

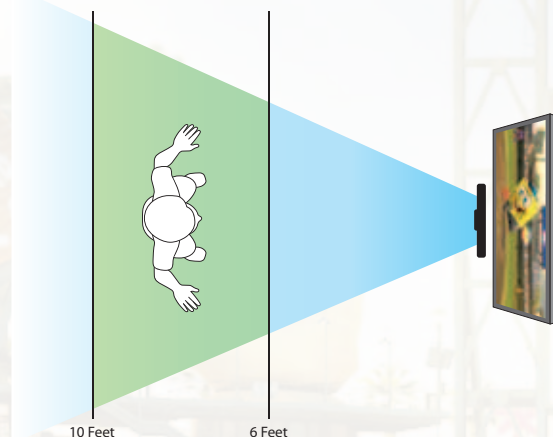
Defense - Pitching

Aim Pitch	L
Pitch 1	A
Pitch 2	B
Pitch 3	X
Pitch 4	Y
Throw Pitch	Hold the button for the desired pitch. This starts the pitch meter. Once the meter is at its highest point, release the button to perform the throw.
Turbo Pitch	RT
Pickoff Attempt	Hold LT + the button corresponding to the base where you want to throw.

Defense - Fielding

Dive for Ball/Action	A (before fielding the ball)
Throw to First	B
Throw to Second	Y
Throw to Third	X
Throw to Home	A
Switch Fielder	LT
Activate Turbo	RT
Amazing Catch	Follow on-screen instructions to perform amazing catches.

KINECT



Menu Controls

Navigate	Use one hand to navigate your cursor to a desired location and hover on that location to select an option
Go Back	Hover over on-screen Back Button
Select Option	Hover over desired option
Skip	To bypass tutorials and in-game cut scenes, simply swipe your hand horizontally left or right.
Pause Menu	Guide gesture

Offense - Batting

Swing Bat	Make a swinging motion as if holding a bat
Bunt	Hold arms in front of your body and face the screen
Activate Turbo	Hold arms above head

Offense - Running

Activate Turbo	Hold arms above head
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Defense - Pitching

Pitch 1	Throw with arm at a vertical angle
Pitch 2	Throw with arm at a three-quarters overhand angle
Pitch 3	Throw with arm at a low angle
Ball	Throw with arm at an underarm angle
Throw Pitch (Fast Ball - Red Pitch)	Bring hands together to ready the pitch, then bring your arm back and make a throwing motion, as if throwing a baseball. Red pitches (fastballs) are more effective when thrown quickly.
Throw Pitch (Breaking Ball - Blue Pitch)	Bring hands together to ready the pitch, then bring your arm back and make a throwing motion, as if throwing a baseball; Blue pitches (breaking balls) are more effective when thrown slowly.
Turbo Pitch	Hold arms above head

Defense - Fielding

Dive for Ball/Action	Jump
Throw to Base	Make a throwing motion to throw the ball
Activate Turbo	Hold arms above head



GETTING STARTED WITH KINECT

You may put your Xbox 360 Kinect Sensor above, or below, your TV. If you place it above your TV, make certain it is stable and secure; Kinect involves a lot of motion!

Tips:

- Put the Kinect Sensor in a place where it can see you as you move around.
- Don't stand too close or too far away.
- Clear your play space of furniture or obstacles.
- For the best gameplay experience, try to stand at least six feet away from the sensor. A play space window will appear to help guide you to the best location!
- Direct sunlight and baggy or loose clothing might cause Kinect to see you improperly.

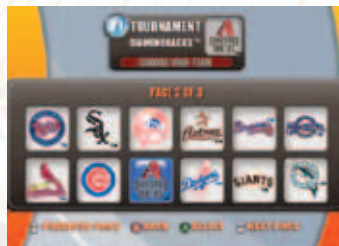
MAIN MENU

On the Main Menu, use **L**, or your hand when using Kinect, to navigate to the desired option. Use **A** to select a highlighted option, or **B** to cancel and go back to a previous selection.

- **Pickup Game** - Where Nicktoons characters will team up with players from your favorite **MLB**® teams.
- **Tournament** - Play as an assortment of Nickelodeon characters or authentic **MLB**® teams to try and become the champions of an exciting tournament. This is 1 player only.
- **Showdown** - Play the best against the best! Create an **MLB**® team from current superstars or a unique team of your favorite Nickelodeon characters and go head-to-head in the Showdown!
- **Distance Derby** - Compete head-to-head, or against the computer by hitting targets in the outfield. Score points with every target you smash, and nail 3 targets in a row to go for the billboards!

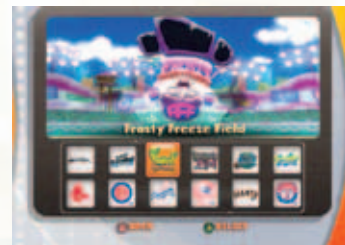
- **Card Collection** - Collect 54 different virtual trading cards themed after your favorite Nickelodeon characters!
- **Options** - Set up the game options to customize your *Nicktoons MLB*® experience.

Pickup Game



Play a quick pickup game with a friend or by yourself. Games are played with an on-the-fly team that combines 5 Nickelodeon characters as starters, as well as 4 **MLB**® players to create an on-field roster of 9. In addition to the starting 9, an extra player will

be added to represent the Designated Hitter, and an additional pitcher will be added as a reliever.



Players must select teams, choose their Nickelodeon players and pick a venue for the game to take place. Once the teams are set, the players choose a venue from a list of ballparks based on classic and new Nickelodeon shows and a selection of **MLB**® ballparks.

Once these are set, the game is loaded and play begins!



Tournament Mode



In tournament mode, you have the option to play as your favorite **MLB®** team, or create your roster of Headliners from the Nickelodeon pool of characters to compete in a tournament to face-off against an ultimate opponent!

Once the team is set, the tournament begins with other **MLB®** teams as opponents. Unlike in Pickup games, the opposing team will feature the normal starting lineup for that **MLB®** team! You face each team in a best of 3 game series, climbing all the way to your ultimate opponent at the end of the line!

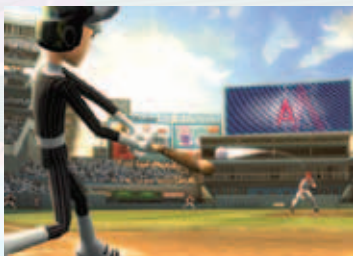
Playing through the tournament follows a gauntlet of 7 opponents. At the end of the tournament, the ultimate opponent awaits – so get out there and win!

Showdown

In the Showdown, you have the option of creating a team of **MLB®** All-Stars, or a custom team of Nickelodeon characters.

Whichever team you choose gives you the ability to compete against an opponent from the other team for the ultimate Nickelodeon versus **Major League Baseball®** Showdown!

It's the best against the best!



Distance Derby

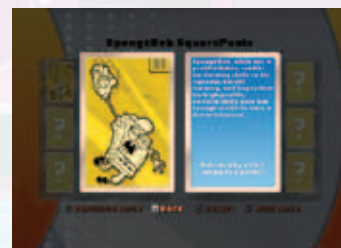
In Distance Derby, players try to earn points by hitting targets located over the fence! Go toe-to-toe against a game-controlled player or a friend and see who is the best at hitting dingers!

To play Distance Derby, players must first select a hitter from the listed players. After that, it's time to knock 'em out of the park!

Set at Frosty Freeze Field, players are challenged to hit targets to score points. Keep aiming at targets to hit a streak of 3 and you will be rewarded with a shot at hitting the billboards for bonus points! Once you score 100,000 points, you get a chance for a huge, game-winning hit! Be the first to score big and win the Distance Derby!



Card Collection



Nicktoons MLB® features 54 virtual trading cards to collect and unlock! Each card features a place or a character from your favorite Nickelodeon show. Visit the Card Collection to see what cards you have unlocked, or what you need to do to unlock a new card.



Each card can be obtained 3 times. Each time it is earned, the card moves from Bronze Foil, to Silver Foil, to Gold Foil. The different foils are outlines to each card, and highlight the collectible nature of the various cards. Each card is viewable from the Card Collection screen, and can be scrolled through as if viewing a card collection in a protective binder.

OPTIONS

Change various game settings in the options screen. Each time you make a change on this screen, it is automatically saved to your profile preferences and preserves your personal choices.

Page 1

- **Difficulty:** Set the game difficulty from Rookie (easy) to Pro (medium) to All-Star (hard). This changes pitch speeds, as well as AI aggressiveness.
- **Innings:** Set the number of innings per game (3, 5, 7, or 9 innings).
- **Menu Tutorials:** Choose whether you want Perch to explain Main Menu screens or not.
- **Game Tutorials:** Choose whether you want tutorials in-game on or off. **Note:** When tutorials are active, the option to change sides during gameplay using the Choose Sides option of the Pause Menu is disabled.
- **Credits:** View the credits.



Page 2

- **Commentator Volume:** This setting changes the volume of Perch Perkins and GIR during gameplay. Set this to off, low, or high volume.
- **Game Sound Effects:** This setting changes the volume of game sound effects. Set this to off, low, or high volume.
- **Background Sound Effects:** This controls the volume of ballpark announcements and crowd noise. Set this to off, low, or high volume.
- **Vibration:** Choose whether the controller will vibrate or not. This option will not appear when you're using Kinect™.



GAME PLAY



Each game begins with the Road Team batting first, and the Home Team pitching. The game follows the normal conventions and rules of baseball, though the game length is determined by the number of innings set in the Options menu of the Main Menu (see Options, page 12).

When you're batting or pitching, a series of statistics are visible opposite the batter. These statistics show the relative strength of each of the pitcher's 4 pitches, as well as the batter's ability to hit for Power, hit for Contact, and Running Speed. All statistics are measured from 1 star (the lowest rating), up to 5 stars. Some players have a rating that is AMAZING – in those cases, the 5-star rating will be colored green to denote their awesome abilities!

On-Screen Elements (Xbox 360 Controller)

Road Team Scoring HUD

- Team Logo
- Turbo Meter
- Score

Home Team Scoring HUD:

- Team Logo
- Turbo Meter
- Score

Field Map

(if someone is on base)

Pitching HUD

- Pitch 1 (Rating)
- Pitch 2 (Rating)
- Pitch 3 (Rating)
- Pitch 4 (Rating)

Batting HUD

- Power (Rating)
- Contact (Rating)
- Speed (Rating)



On-Screen Elements (KINECT™ Sensor)

Road Team Scoring HUD

- Team Logo
- Turbo Meter
- Score

Home Team Scoring HUD:

- Team Logo
- Turbo Meter
- Score

Field Map

(if someone is on base)

Pitching HUD

- Pitch 1 (Rating)
- Pitch 2 (Rating)
- Pitch 3 (Rating)
- Ball

Batting HUD

- Power (Rating)
- Contact (Rating)
- Speed (Rating)

Speedometer HUD

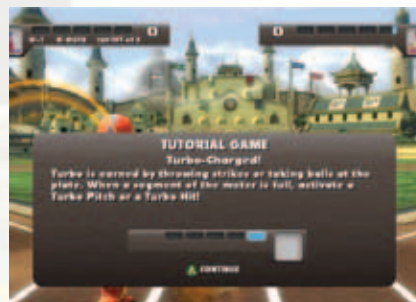
- The speedometer displays how effective a pitcher's last pitch was thrown. Some pitches (fastballs), denoted by a RED color in the HUD, are better when thrown fast! Other pitches (breaking balls), denoted by a BLUE color in the HUD, are better when thrown more slowly! The speedometer will point toward one side or the other, showing how fast or slow the last pitch was. A fastball is best when the speedometer is pointing into the red portion of the meter, and a breaking ball is better when the speedometer is pointing toward the blue portion of the meter.

Turbo Meter

A unique element to *Nicktoons MLB*® is the Turbo Meter. This meter will allow your players to perform incredible acts of athleticism on the field!

The meter appears at the top of the screen that fills in by increments as the game is played. The meter can be filled by performing good plays during the game. Taking a ball at the plate or delivering a strike will build up the Turbo Meter so you can perform game-changing feats! Once an increment is full, a player is able to activate power moves (such as Turbo Swings).

As difficulty level increases, the rate at which the power meter is earned changes. At Rookie difficulty, the power meter is earned at double rate, and on All-Star difficulty, the rate is reduced.



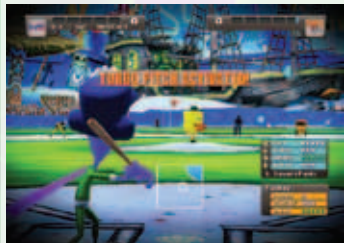
As your Turbo Meter increases, each segment will become filled. By pressing the button to activate turbo, different abilities become activated during gameplay!

Turbo Swing



A Turbo Swing is an over-the-top, no-doubter Home Run that knocks the cover off the ball and sails to an incredible, tape-measure defying distance. By expending a Turbo Meter segment while at-bat, a player can attempt a Turbo Swing. Any contact with the ball will result in a HUGE blast!

Turbo Pitch



Turbo Pitch is the fastest, trickiest, most mind-blowing pitch that almost guarantees an out. This is the batter's worst nightmare and a counter to the Turbo Swing. Spend a Turbo Meter segment while on the mound to initiate the Turbo Pitch. A Turbo Pitch will

greatly increase a pitcher's ratings and make the throw almost unhittable. It takes the most well-timed, pinpoint-accurate swing to get a hit off of this pitch.

Turbo Fielding & Running

Spending turbo while fielding makes your fielders move faster and throw better. A close play becomes a sure out, and diving catches are a snap. Spend a Turbo Meter segment to make certain the play is made!



Make legging out a double a cinch! Spending a Turbo Meter segment while running the bases gives you an extra burst of speed. Slide in safely with ease, and make certain your team is in scoring position!



SELECTING A TEAM

The selection method for teams consists of choosing a **Major League Baseball®** team, which is preset with a roster of **MLB®** players and mixed with your selected Nickelodeon characters. Every **Major League Baseball®** team is present, along with an All-Star team for each league, and 6 special Nickelodeon teams.

Nickelodeon Teams

Instead of selecting a **Major League™** team, you may select one of 6 Nickelodeon-based teams. Each team has a boost, which is a bonus attribute that will be applied to all of the players on the team. These boosts will provide a strongpoint for your players and give the team an overall "feel." You can have a team whose focus can vary from power hitting to fast running, or even extraordinary pitching. Make sure to pick the team that suits you best!

Once you select your team, you will be able to fill out your roster with 5 Nickelodeon characters. When your team's players have been selected, any remaining positions will be filled by a random assortment of **MLB®** players.



The Goofballs

The players of this team are less brawn, more ...other stuff. While Professor Membrane has petitioned various governments for funding to study just what the "other stuff" might be, we're willing to call it luck.

Team Boost: Gain More Turbo



The Sonic Booms

These guys know how to hit the ball. While they might not go the same distance as The Boppers, they are more consistent, and really deliver at the plate.

Team Boost: +1 to Batting (Contact and Power)



The Raccoons

This team is renowned for their fielding. While not an offensive powerhouse, they can make a play at the plate, climb the fence to steal a home run, and keep a single from being stretched to a double better than anyone around!

Team Boost: +2 Arm for the Team



The Meteors

These guys are known for their pitching. Pitching wins baseball games. These guys can throw the ball with more zip than anyone else.

Team Boost: +1 to all Pitches for the Team



The Boppers

These guys crush the ball. Whereas the Sonic Booms know how to hit to get on base, these guys blast the ball with enough force to stand and watch it travel to the next county.

Team Boost: All HR's are no-doubters for all Nicktoon characters on the Team



Comeback

The Comeback Kids... they may not look like much to begin with, but they always keep the game close. No lead is safe with these guys around.

Team Boost: +2 to all stats when behind.



AMAZING ANNOUNCERS

Play-by-play commentary is provided by the following Nicktoons:

Perch Perkins

Perch Perkins, anchorman for the Bikini Bottom News, first entered our living rooms in 1999, and has been the go-to anchor for deep-sea stories ever since. He has gained a huge viewership due to his high-quality work on stories such as the Surfing Competition at Goo Lagoon and his amazing interview of Eugene Krabs.



On a personal level, Perch is happily married to his wife, Perca, and suffers from occasional indigestion. He's excited to announce the upcoming season of *Nicktoons MLB*® alongside his color commentator, GIR.

GIR

GIR is a semi-functional SIR (Standard-issue Information Retrieval) Unit from the IRKEN EMPIRE. While not exactly top-of-the-line, GIR assists his master, ZIM, in his plans for world domination to the (mostly) best of his abilities. Being cobbled together from spare parts, and containing nothing even approaching artificial intelligence, GIR's personality can best be described as: unique.



As a personal biography, GIR has a number of likes and dislikes, though they seem to change with each passing moment. Nobody is entirely certain if GIR is glad to be working with Perch Perkins, but he does seem to lament that his partner is not, in fact, a piggy.

AAAAND YOUR STARTING LINEUP!

Players will be able to select players and characters from **MLB®** and Nickelodeon Nicktoons to play on their teams. This provides a team that is both professionally skilled and downright zany!

Aang - The Last Airbender and current Avatar of the Four Nations. His natural curiosity brought him to play the game of baseball. Aang has proven to be a natural talent at the sport and keeps getting better. Aang is well-suited as a contact hitter.



Power	Contact	Speed	Glove	Arm
2	MAX	4	3	3
Pitching Type		Pitch Rating		
Cutter		4		
Gyro		MAX		
Knuckleball		4		
Screwball		3		

Katara - A powerful Waterbender from the Southern Water Tribe. She is smart, capable, and passionate about the sport of baseball and is a great all-around player. Katara is known for being fast in the field and on the bases.



Power	Contact	Speed	Glove	Arm
3	3	5	3	2
Pitching Type		Pitch Rating		
Slider		MAX		
2 Seamer		4		
Changeup		4		
Sinkers		3		

Toph Bel Fong - A blind Earthbending master. Using her Earthbending to enhance her senses to a superhuman degree, Toph is on the field to prove that she can play ball better than the rest despite being unable to see. Toph is one of the best power hitters in the game.



Power	Contact	Speed	Glove	Arm
MAX	2	2	5	2
Pitching Type		Pitch Rating		
Fastball		MAX		
Cutter		2		
Sinker		MAX		
Curveball		3		

Prince Zuko - A powerful Firebender and the Crown Prince of the Fire Nation. Prince Zuko likes to relax by playing a nice game of baseball. He is a firm believer in crushing his opponents and showing no mercy. Prince Zuko has speed to match his fiery demeanor.



Power	Contact	Speed	Glove	Arm
4	3	MAX	1	3
Pitching Type		Pitch Rating		
pi		MAX		
Fastball		4		
2 Seamer		4		
Changeup		3		

Fanboy - The ultimate nerd! Fanboy devotes his life to comics, and fantasy and sci-fi stories and will not stop in his endless hoarding of collectibles. He recently started collecting baseball cards which led him to play the sport. Fanboy, while not great with a bat, can really turn it on when on base or running down a fly ball.



Power	Contact	Speed	Glove	Arm
1	3	MAX	4	4
Pitching Type		Pitch Rating		
Fastball		4		
2 Seamer		5		
Slider		5		
Cutter		3		

Chum Chum - Best friend and sidekick to Fanboy. Chum Chum is a wide-eyed fanatic of all things sci-fi and fantasy. He recently discovered baseball through Fanboy and now lends his ceaseless energy to the sport. Chum Chum can hit for extra bases, but he really excels in the field.



Power	Contact	Speed	Glove	Arm
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4	1	1	5	4
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Pitching Type	Pitch Rating
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Screwball	4
Curveball	4
Changeup	MAX
Slider	3

Danny Phantom - A 14-year-old boy who gained ghost powers from a lab accident that sent him into the Ghost Zone. Danny has learned to use his supernatural powers on the field and is ready to scare away the competition. Danny is a great all-around player who loves to stretch a single into a double.



Power	Contact	Speed	Glove	Arm
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2	4	MAX	3	2
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Pitching Type	Pitch Rating
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Fastball	5
Splitter	MAX
Curveball	3
Changeup	3

Dudley Puppy - A hyperactive dog and Secret Agent. Dudley enjoys baseball, smells and chewing his butt. When he's not out playing baseball, he is saving the world with the Turbo Undercover Fighting Force. Dudley is an asset at any position, and a good all-around player.



Power	Contact	Speed	Glove	Arm
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3	4	3	3	3
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Pitching Type	Pitch Rating
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Fastball	MAX
2 Seamer	4
Changeup	4
Curveball	3

Kitty Katswell - A no-nonsense cat agent of the Turbo Undercover Fighting Force. Kitty is prepped, focused and ready to take on any challenge on the baseball field. Kitty uses her secret agent training to make some of the most acrobatic catches of any player.



Power	Contact	Speed	Glove	Arm
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2	3	4	5	4
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Pitching Type	Pitch Rating
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Fastball	4
Splitter	MAX
Fuego	4
Curveball	3

INVADER ZIM - An IRKEN Invader whose sole intent is to take over planet Earth. ZIM has initiated his most diabolical plan to date. He will take over the Earth by taking over the sport of baseball. Watch him on the field as his plan unfolds! ZIM, with his alien glove and attitude, is surprisingly great in the field.



Power	Contact	Speed	Glove	Arm
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3	3	3	5	3
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Pitching Type	Pitch Rating
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Cutter	5
Sinker	3
Slider	MAX
Splitter	3

Gaz - The creepy, antisocial younger sister of Dib, Earth's self-proclaimed hero to stop the IRKEN Invasion. When it comes to games, Gaz is a fierce competitor. She'll bring that ferocity when she takes the field. Gaz loves gunning down runners with her throwing skills. Nothing makes her happier than a crying opponent.



Power	Contact	Speed	Glove	Arm
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3	2	2	4	MAX
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Pitching Type	Pitch Rating
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Cutter	MAX
Splitter	4
Sinker	4
Screwball	3

SpongeBob - A sea sponge who lives in the town of Bikini Bottom. SpongeBob's dream in life is to be the ocean's ultimate fry cook, and baseball player. SpongeBob has become a strong player, and uses his spongy body to soak-up ground balls.



Power	Contact	Speed	Glove	Arm
2	3	4	5	4

Pitching Type		Pitch Rating
Sinker		MAX
Changeup		3
Fastball		5
Slider		3

Patrick Star - A sea star who is SpongeBob's best friend and neighbor. Patrick lives in Bikini Bottom and tends to get into trouble at his various jobs. He's been known to be a little slow but is a great ball player regardless. Patrick swings hard at every pitch, and has gained a reputation for being a dangerous, if clumsy, hitter.



Power	Contact	Speed	Glove	Arm
5	2	2	3	4

Pitching Type		Pitch Rating
Sinker		5
Screwball		4
Slider		5
Gyro		3

Larry Lobster - A lifeguard at the Goo Lagoon in Bikini Bottom. Larry is obsessed with athleticism and will show it on the field. He is a power hitter without peer. Larry can swing for power, and uses his claws well in the field. Plus the ladies love him.



Power	Contact	Speed	Glove	Arm
5	3	3	4	1

Pitching Type		Pitch Rating
2 Seamer		MAX
Screwball		4
Cutter		4
Changeup		3

Sandy Cheeks - A squirrel from the great state of Texas. Sandy loves sports and baseball is one of her favorites. She now resides in Bikini Bottom and is good friends with SpongeBob. Sandy is a natural athlete, and features one of the strongest throwing arms in the field. And whatever you do, don't bad-mouth Texas.



Power	Contact	Speed	Glove	Arm
3	3	2	3	MAX

Pitching Type		Pitch Rating
Splitter		5
Gyro		4
Knuckleball		5
Sinker		3

The Flying Dutchman - A ghost pirate of the seven seas. It is legend that he shows up to aid a team in need of a powerful hitter. He has recently been seen haunting the shores of Bikini Bottom. The Flying Dutchman is surprisingly fast, though special consideration had to be given for his ectoplasmic nature and actually "touching" a base.



Power	Contact	Speed	Glove	Arm
3	3	5	1	4

Pitching Type		Pitch Rating
Knuckleball		5
Fastball		5
Sinker		4
Curveball		3

Ren Höek - A scrawny Chihuahua who is subject to angry outbursts and emotional breakdowns. Ren is not your typical ballplayer but has shown great promise on the field. He looks to lead his team to victory. Ren is a good all-around player with a certain pep in his step.



Power	Contact	Speed	Glove	Arm
3	3	5	2	3

Pitching Type		Pitch Rating
Changeup		MAX
Fastball		4
Slider		4
Fuego		3

Stimpy - A fat cat who is blissfully ignorant, kind, and best friends with Ren. Stimpy has recently taken a serious approach to baseball and looks to improve his skills with his pal Ren. Stimpy has a lot of pop in his swing, and is versatile enough to play most positions. He still needs to work on his glove skills, but he'll come around.



Power	Contact	Speed	Glove	Arm
5	3	3	1	4

Pitching Type	Pitch Rating
Screwball	MAX
Slider	5
Curveball	3
Changeup	3

The Yak - He rides through the sky in a magic canoe, ever vigilant against a five o'clock shadow. When the Yak finds extra time, he enjoys a good game of baseball. He's a powerful hitter and a great addition to any team. With one of the best power swings in baseball, Yak could be great, he just doesn't seem to have a lot of dugout presence in firing up his team.



Power	Contact	Speed	Glove	Arm
MAX	2	2	3	4

Pitching Type	Pitch Rating
Fastball	MAX
2 Seamer	4
Splitter	4
Slider	3

Powdered Toast Man - The overdramatic superhero and champion of Powdered Toast. He is playing in order to make powdered toast the official snack of baseball! Leave everything to him! Being a super hero, Powdered Toast Man is beloved by... well, he's beloved, anyway. Managers love his ability to hit for average.



Power	Contact	Speed	Glove	Arm
3	MAX	3	2	3

Pitching Type	Pitch Rating
Curveball	MAX
2 Seamer	4
Splitter	4
Changeup	3

Sheen Estevez - Best friend of Jimmy Neutron, Sheen is an unwitting space traveler with a very short attention span. Sheen is currently trying to spread the joy of baseball to alien worlds as well as prove to the universe that he is the best. While not an offensive threat, Sheen is a key player in the field.



Power	Contact	Speed	Glove	Arm
1	3	3	5	4

Pitching Type	Pitch Rating
Knuckleball	MAX
Fastball	3
Screwball	MAX
Gyro	2

Nesmith - A chimpanzee from earth and roommate of Sheen. Nesmith is highly intelligent and puts up with Sheen's shenanigans in hopes of going home. In the meantime, Nesmith enjoys a jolly good time on the baseball field. Nesmith is not a huge fan of baseball, but he has applied his scientific mind toward calculating the best angles and velocities for his fielding.



Power	Contact	Speed	Glove	Arm
2	3	2	5	5

Pitching Type	Pitch Rating
Splitter	MAX
2 Seamer	MAX
Curveball	2
Changeup	3

Ultra Lord - Sheen's all time favorite hero. Ultra Lord is a fighter of galactic crime and has his own cartoon and action figure line. After countless acts of heroism, Ultra Lord now comes to the ballpark to prove himself on the field as a baseball star. Ultra Lord, while not a brilliant fielder, is a great all-around and situational hitter.

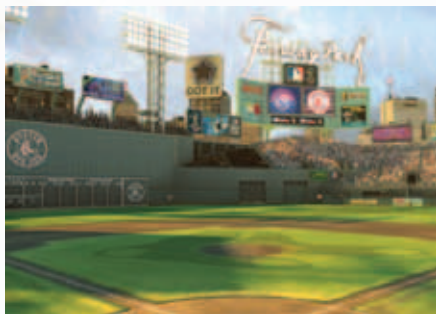


Power	Contact	Speed	Glove	Arm
4	MAX	3	2	2

Pitching Type	Pitch Rating
Slider	MAX
2 Seamer	4
Fuego	4
Cutter	3

BALLPARKS

There are a total of 12 ballparks in **Nicktoons MLB®**. The ballparks include real-life ballparks of **Major League Baseball®** and the fantastic ballparks found in the Nickelodeon worlds, such as:



Fenway Park™ – Opened on April 20, 1912, this fine Boston ballpark is home to the **Red Sox™** and currently the oldest **Major League Baseball®** ballpark in use. It is famous for the **Green Monster™** wall, which is 37 feet high and towers over left field.



Frosty Freeze Field – The greatest ballpark ode to the Frosty Freezy Freeze. Fanboy & Chum Chum agree that this is the best place on Earth! This is the most famous corporate sponsored ballpark in the unreal world, and for good reason. Whenever a grand slam is hit, everyone gets a free Frosty Freeze Freeze!





Playing KINECT Safely

Make sure you have enough space so you can move freely while playing.

Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at www.xbox.com for more information.